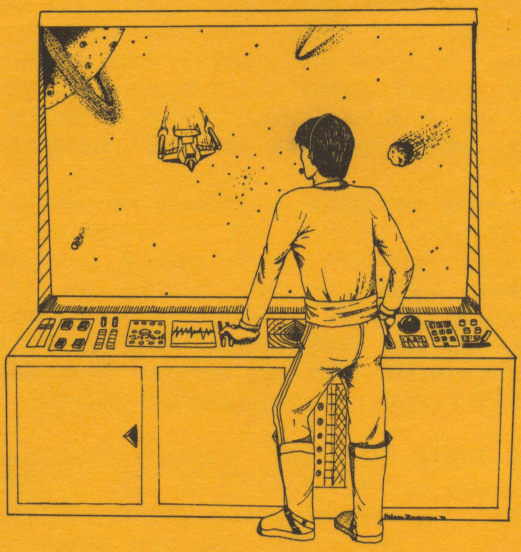
TARI TREK



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INSTRUCTION MANUAL

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LOADING INSTRUCTIONS

Loading from Cassette: At least 24K of RAM is required to run TARI TREK. Turn on your Atari with the BASIC cartridge inserted and the cassette in the recorder. Rewind the tape. Depress the play switch on the tape recorder. After the computer has displayed the READY message, type CLOAD and press the RETURN key. You will hear a short buzz. Press the RETURN key again and the tape recorder will begin to run. After about seven minutes the program will finish loading, the computer will display another READY message, and you will be able to run the program. Type in the word RUN and press the return key.

Should you be unable to load the tape after several attempts, try the copy on the reverse side of the tape.

If you have a disk drive, you may save TARI TREK on diskette in the manner that you would save any BASIC program. However, at least 32K of RAM is required with DOS loaded, and if you have exactly 32K and are using version 1 of DOS, you must execute the ADD 5K program (contained in the DOS manual) before loading TARI TREK.

Loading from Diskette: The TARI TREK diskette does not have a copy of DOS on it. Using one of your own diskettes, boot DOS with the BASIC cartridge inserted. Then insert the TARI TREK diskette into the disk drive.

If you have more than 32K of RAM or are using a version of DOS other than version 1, skip to the next paragraph. If you have exactly 32K of RAM and are using version 1 of DOS, then enter

RUN "D:ADD5K"

This will run a brief program that relocates BASIC to allow enough room in memory for the TARI TREK program. After the ADD5K program has executed, the READY message will appear on the screen.

Run the TARI TREK program by entering

RUN "D:TARITREK"

The program should load and execute, displaying the title page message. You are ready to start the game.

STARTING THE GAME

When the title page message is displayed on the video, you are able to select the mission level by repeatedly pressing the SELECT key, one of the yellow keys on the right hand side of the keyboard console. There are nine levels of play, with level 1 the easiest and level 9 the most difficult. The section below, "Mission Levels", describes the different features of the different levels of play.

When the desired mission level is displayed, begin the game by pressing the START key. When the START key is pressed, you will hear the sound of propulsion jets during program initialization. In a few seconds the screen will change and the beginning quadrant will be displayed.

OBJECTIVE

You are the commander of the United Starship Enterprise, and your mission is to rid the galaxy of the Klingon warships before they conquer the United Federation. You have limited time and resources, and if they run out before all the Klingons are destroyed, the Federation will be conquered. The resources you control include ENERGY, which is consumed by the starship WARP ENGINES and the PHASER weapons. TORPEDOES are used to destroy objects in space without using up energy. SHORT and LONG RANGE SCANNERS, the GALACTIC MAP, the DAMAGE CONTROL REPORT, and the REPAIR facility are all available to assist you in accomplishing your mission.

THE END OF THE GAME

The mission ends successfully when you eliminate the last Klingon warship. The mission can end unsuccessfully in two ways:

1. All energy aboard the Enterprise is expended, or
2. The Enterprise attempts to move when the number of days allotted for the mission has been exceeded.

When the game ends, you will receive a bulletin informing you that the mission was terminated, either successfully or unsuccessfully. At this time you may press "G" if you wish to take a last look at the Galactic Map (to find out where those Klingons were hiding). To start another game, press RETURN (or any other key) and the title page message will appear.

MISSION LEVELS

At all levels a random number of Klingons will appear in the Galaxy, and the amount of resources (mission time, energy, and torpedoes) that are allotted is a function of the number of Klingons.

LEVEL 1: At this level, the most generous amount of mission time and other resources are allotted per Klingon. In addition, when the galactic map is requested, information for all quadrants is always displayed.

LEVELS 2-6: At these levels, fewer resources per Klingon are allocated as the mission level increases. The Galactic Map must be built up from long range scanner data. Up to level 5 the REPAIR command is available, but at level 6 and above the REPAIR command is not available.

LEVELS 7-9: At these levels mission time is measured by actual elapsed time rather than by the number of inputs made to the computer. Whereas at lower levels the player can take his time to compute torpedo angles, etc., he must act quickly at these levels or time will run out on him. There is no REPAIR command at these levels. The Galactic Map must be built up using scanner data.

It is a good idea to begin playing TARI TREK at a low level (1-3). If you are successful, move up gradually to a more challenging mission level. The higher levels of play will seem difficult at first, but it is quite possible to be successful at the higher levels once you gain experience and learn some of the strategies discussed at the end of these instructions.

ENTERING COMMANDS

The player can enter a command whenever the word COMMAND appears at the bottom of the video display. A list of the possible commands are displayed at the beginning of the game and will also appear whenever an illegal command is attempted. For example, entering a question mark instead of a command will cause the list of possible commands to be displayed. Commands are entered by typing in the appropriate command letter and then pressing either RETURN or the space bar. Some commands require additional numeric data. If numeric data entry is required, the word NUMBER will appear on the bottom line of the screen and the player will be asked to enter the necessary data. If an error is made during command or data entry before the RETURN (or space bar) is pressed, the error can be corrected by pressing the DELETE/BACKSPACE key. All characters entered will be deleted. If zero (0) is entered when typing in data, the entire command will be cancelled.

The specifics of each command are discussed later in these instructions.

STATUS DISPLAY

The upper right hand portion of the display contains information that describes the current mission status. Five types of information are given.

The first type of information given is the CONDITION. Condition RED indicates that the Enterprise is in a quadrant that also contains Klingon warships. Condition YELLOW indicates that the Enterprise is low on energy and should return to a base for refueling. Condition GREEN means there are no Klingon warships in the quadrant that the Enterprise is in and the Enterprise has sufficient energy to operate. The DOCKED condition means that the Enterprise is positioned adjacent to a starbase.

The second type of information given is the STAR-DATE. The stardate consists of two numbers. The first number is the amount of star years allotted for the mission. The second number is the number of star years that have been used up, and may be a fractional number. In levels 1-6, one star year is used up each time the Enterprise moves from one quadrant to another, and 1/10 of a star year is used up for each command where the Enterprise remains within a quadrant. In levels 7-9, one star year is equivalent to one minute of elapsed time. When the star years used exceeds the star years allotted, any movement by the Enterprise will terminate the mission.

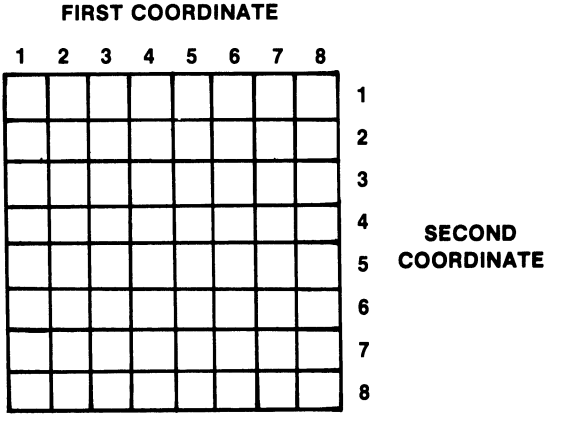
The third type of information given is the amount of ENERGY the Enterprise has on board at the current time. Energy is used up by ship movement, phaser fire, and Klingon attacks.

The fourth type of information given is the number of Photon TORPEDOES currently on board and available for attack.

The fifth type of information given is the number of Klingons still undestroyed and present somewhere in the galaxy.

THE GALAXY

The galaxy is a portion of space that consists of 64 quadrants in an eight by eight pattern. Quadrants are identified by a coordinate system where the first number is measured across and the second number is measured down as the following diagram indicates.



For example, quadrant A is identified as quadrant 5,3, and quadrant B is identified as quadrant 3,6.

Each quadrant is in turn divided into 64 sectors, a quadrant being eight sectors wide and eight sectors high. There is no need to identify sectors by number. A sector may be occupied by no more than one object (Enterprise, Star, Klingon, or Base) at a time.

DOCKING WITH BASE

The resources aboard the Enterprise can be used up or damaged in space, but are automatically restored when the Enterprise docks with a STARBASE. At least one starbase is located in the galaxy. At most mission levels the Enterprise must dock at least once to accomplish its mission successfully. Docking is accomplished by moving the Enterprise adjacent to any starbase.

KLINGONS

Each Klingon warship has an energy level of from 250 to 340 units, depending on mission level. They can sense any activity by the Enterprise when they are in the same quadrant as the Enterprise, and whenever the Enterprise takes any action (including moving out of the quadrant) all Klingons in the quadrant will fire at the Enterprise. Klingon weapons are similar to phasers. The power of their weapons decreases with distance. They are capable of inflicting damage up to twice their energy level. That is, a Klingon with 300 units of energy that is right next to the Enterprise can do as much as 600 units worth of damage to the Enterprise. When the Enterprise inflicts damage on Klingons (using Phasers), their energy level decreases.

SPACE STORMS

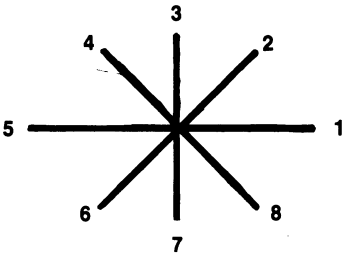
Equipment aboard the Enterprise is sensitive to the environment. When environmental disturbances occur, damage is usually caused to one of the devices aboard ship. The message SPACE STORM will be displayed and the nature of the damage will be reported. Sometimes, however, environmental disturbances have a beneficial effect. In such instances a REPAIR IMPROVED message is displayed. This means that the device in question is performing better than its normal operating status, and may not be disabled by the next space storm. Space storms are more likely in a quadrant that contains a lot of stars, and beneficial disturbances are more likely where only one or two stars appear.

THE COMMANDS

Course (C)

The Course command is used to maneuver the Enterprise through the galaxy. The Enterprise can be moved from the quadrant it is currently in to any other quadrant in the galaxy, or it can be moved within the current quadrant. Type a C and press RETURN to initiate the Course command.

The computer will now ask you to enter the course direction. Direction of travel is represented by a number from 1.00 - 8.99. The number 1 represents east, 3 is north, 5 is west, and 7 is south, as indicated in the following diagram:



Type in the direction you desire to travel in and press RETURN (or the space bar).

Fractional directions may be input, and it is important to learn how to compute them. These directions are not computed by normal plane geometry. They are based on the number of spaces (either sectors or quadrants) that are moved in each direction. Use the following procedure for calculating directions:

1. Determine the number of spaces you wish to move east or west and the number of spaces you wish to move north or south. Call the larger of these two numbers MAX and the smaller of these two numbers MIN.
2. Divide the MIN by the MAX and call the result FRAC.
3. Set MDIR equal to the direction number associated with the MAX direction (for example, MDIR=3 if the MAX direction is north).
4. The direction to enter, DIR, is equal to MDIR plus or minus FRAC. It is plus if DIR is counterclockwise from MDIR, and minus if DIR is clockwise from MDIR.

For example, if you wish to move six spaces up and four spaces to the right, then:

MAX=6 MIN=4 FRAC=.667
MDIR=3 DIR=3-.667=2.333

The calculation if you want to move four spaces to the left and one space down is:

MAX=4 MIN=1 FRAC=.25
MDIR=5 DIR=5+.25=5.25

Direction 1 can also be considered direction 9.

Next the computer will ask you to input the warp factor. The warp factor indicates the amount of energy to be expended during engine warp and therefore the distance that the Enterprise will travel during warp. From one to 80 units can be expended during warp. Ten units will carry the Enterprise the distance of one quadrant. Since a sector is 1/8 of a quadrant, it takes 1.25 units to travel one sector.

Warp 2 = the Enterprise travels one sector
Warp 5 = the Enterprise travels four sectors
Warp 10 = the Enterprise travels one quadrant
Warp 20 = the Enterprise travels two quadrants

The amount of warp is always applied to MAX direction. If the Enterprise is moving four spaces north and two spaces east, then the full warp factor will apply in the north direction and half of the warp factor will apply in the east direction. For example, if the Enterprise is in quadrant 4,4 and travels in direction 1.5 at warp 20, it will end up in quadrant 6,3.

If the Enterprise is blocked by something (a Star, a Klingon, or a Base) during travel within the current quadrant, it will stop in front of the object that is blocking it.

If the course entered sends the Enterprise out of the galaxy, it will end up in deep space. This is indicated by a quadrant coordinate of less than one or greater than eight (for example, quadrants -1,4 and 6,9 are both in deep space). You must return to the galaxy by reversing your course.

Short Range Scanners (S)

The short range scanner command is rarely used because the short range scanners are automatically displayed in the upper left hand portion of the video screen whenever the short range scanners are operational (not damaged). When the short range scanners are damaged, the display of the current quadrant will be blank. The primary purpose of the Short Range Scanner command is to bring the display back up after the short range scanners have been repaired. Enter an S to execute this command.

The short range scanners are vital to the success of the mission because they display a detailed view of the quadrant that the Enterprise is currently in, showing at which sector the Enterprise is positioned as well as the positions of stars, Klingons, and bases. The position of the Enterprise is indicated by an E, the Klingons by a K, starbases by a B, and stars by an asterisk (*).

Long Range Scanners (L)

The long range scanners indicate the number of objects in each of the closest nine quadrants. This information is displayed on the left side of the screen just under the short range scanner data. It will be automatically displayed except when the command list or the damage control report is requested. To bring back the long range scanners when one of these lists is up, simply enter L.

The long range scanner display shows nine boxes arranged in a three by three pattern. The center box represents the quadrant in which the Enterprise is located, and the other eight boxes represent the eight bordering quadrants. The coordinates of the center quadrant are indicated below the long range scanner display.

Information given by the long range scanners appears as an integer number that may have one, two, or three digits. The one's digit (rightmost digit) is the number of stars that are in the indicated quadrant. The ten's digit (center digit) is one if a base is located in the quadrant, zero otherwise. The hundred's digit (leftmost digit) indicates the number of Klingons in the quadrant. Thus any three-digit number indicates the presence of at least one Klingon in the indicated quadrant. For example,

319 means three Klingons, a base, and nine stars
206 means two Klingons, no base, and six stars
7 means no Klingons, no base, and seven stars

The long range scanners, when operational, are used to update the Galactic Map (except at Level 1 where no updating is necessary). When the long range scanners are damaged, the long range scanner display will appear blank, and the Galactic Map will not be updated. Notice that if activity occurs while the long range scanners are damaged (for example, a Klingon is destroyed), the activity will not be entered into the Galactic Map, and the map will show old, incorrect information.

The Galactic Map (G)

The Galactic Map command is used to bring up a historical record of what the short and long range scanners have detected. The normal display will disappear when the galactic map is displayed. Enter a G to bring up the galactic map. When you have finished reviewing the galactic map, press any key and the normal display will return.

The galactic map displays all 64 quadrants in the galaxy and information similar to long range scanner information will appear in some or all of the 64 boxes on the screen. If you are playing at level 1, the information for all 64 boxes will always appear. At all other levels, only quadrants for which scanner information has been acquired will contain data; other quadrants will appear blank.

It is important to realize that the data in the galactic map may be inaccurate. Inaccurate data occurs when the scanners are damaged and then objects in a previously scanned quadrant are eliminated. The information will indicate there are Klingons or stars that really aren't there.

The current position of the Enterprise is indicated by a flashing border around the appropriate quadrant. If the Enterprise is not in the galaxy (is in deep space) then no indicator for its position will appear.

Phasers (P)

Phasers are weapons used to damage and destroy Klingons. They fire in all directions at the same time. Type a P and press RETURN to initiate the Phaser command.

The computer will now ask you how much phaser energy you want to expend. Enter a number that is less than the total energy the Enterprise has on board and press RETURN. The phasers will fire. The energy you use will be divided among the Klingon targets present in the quadrant, and phasers are more effective against close targets than distant targets. To destroy a Klingon requires a hit of from 300 to 400 units of energy. Hits are cumulative, and each hit reduces a Klingons ability to inflict damage on the Enterprise.

Photon Torpedoes (T)

Photon torpedoes are used to destroy Klingons and Stars (they will also destroy starbases, but this suicidal tactic is not recommended!). To initiate the Torpedo command, type T and press RETURN.

The computer will now ask you to input the torpedo course, which is a direction indicated by a number from 1.00 to 8.99. This direction is the same as the direction used for moving the Enterprise (see the Course command). Enter the desired direction and press RETURN. The torpedo will fire.

Torpedoes do not require energy but only a limited supply can be stored, depending on mission level. When the torpedo supply is exhausted, the Enterprise must return to base to restock.

Damage Control Report (D)

The Damage Control Report lists the main devices on board the Enterprise and their states of repair. To bring up the damage control report, type D and press RETURN.

A number follows each device listed on the damage control report. A zero means normal operational status. A positive number means the device has been "repair improved" and future damage may not disable it. A negative number means that the device has received damage and has been disabled. Disabled devices are improved by one or more units every time the Enterprise changes position.

If a device is damaged, it may not be disabled if it was previously repair improved. If you think a device is disabled, check the damage control report to determine its actual status. The damage control report itself is a device, and can become inoperative.

Repair Function (R)

The Repair command is available at mission levels 1-5. This command is used as an alternative to returning to base when repairs are needed. Enter R to effect the Repair command.

The repair function will bring all damaged equipment (negative damage report) up to normal operating status (zero damage). However, this inflight repair takes time and energy. The cost of this repair is one star year per mission level and 100 units of energy per mission level. For example, at level four a repair costs four years and 400 units of energy.

End Mission (E)

Enter the E command to end a mission before it is actually over. This is like giving up, and you will receive a losing message. When the losing message comes up, press any key to start another game.

TARI TREK STRATEGY

There is some luck in Tari Trek (the randomness is what keeps it interesting game after game) but the experienced captain will learn technique that will greatly improve his chances for survival. Here are a few strategies and techniques to help you get started.

1. When playing levels 1 through 6, make good use of the galactic map and the long range sensors. Viewing the galactic map costs you 0.1 stardate, but you can look at it as long as you like. Also take your time computing torpedo angles and warp direction. You are not penalized for taking your time, but missing a Klingon or landing in the wrong quadrant can be a costly mistake.

2. Locate your base or bases as soon as possible, and memorize the quadrant that the bases are in. If your galactic map is damaged, it is often vital that you remember where your base is.

3. Try always to land in a quadrant where there are Klingons, especially in levels 1 through 6. If your sensors have not detected any live Klingons, then move to a quadrant where your long range sensors will be viewing the maximum number of previously unseen quadrants. This usually means a move of at least three quadrants away from your present position.

4. Always destroy the closest Klingon first when in a quadrant with more than one Klingon. If you land in a quadrant and find two or more Klingons close to you, phasers are often more effective than torpedoes, since phasers attack all Klingons at once.

5. You will feel helpless when short range sensors go out, but you can still locate Klingons and the Enterprise by firing phasers or moving the Enterprise slightly. Whenever Klingons shoot at you they give away their position, and since they hit the Enterprise, its position is also displayed momentarily.

6. When moving the Enterprise into a new quadrant, it is generally a good idea to aim for the center of that quadrant. This often saves time and movement, and results in a closer proximity to Klingons.

7. Don't attempt levels 7 through 9 until you have mastered the computation of torpedo angles and warp directions. These must be calculated very rapidly to complete a successful mission. At these levels movement of the Enterprise does not penalize you (except that it takes some time), and moving around the galaxy quickly at the beginning of the mission is important both to find your bases and to build up the galactic map. A good memory for bases and Klingons is important at these levels because it can reduce the time used in calling up the galactic map.

8. When you are docked at a starbase, use your phasers to eliminate any Klingons in the same quadrant. Also use torpedoes to eliminate stars that are in the same quadrant so that you will never be blocked coming to and from your base. Remember that your resources will be maintained at the maximum as long as you are docked.

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